

5-26-2017

Design-Thinking Workshop

Timothy Moore

Rick and Susan Sontag Center for Collaborative Creativity

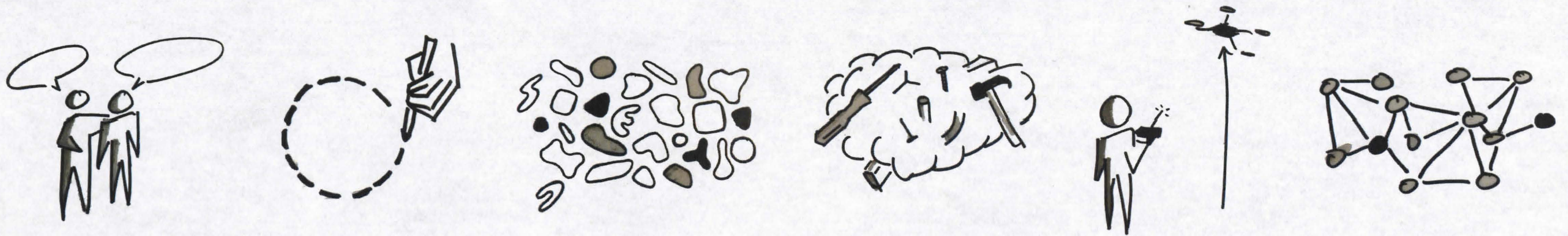
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CREATING NEW EXPERIENCES

Through Design Thinking



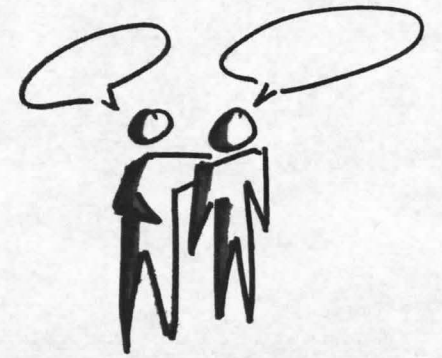
A Tailor-Made Workshop for Pitzer Art 176



the hive

IT STARTS WITH EMPATHY

Interview your partner about their experiences with the library.



1 Interview your partner *(build rapport and then start seeking stories)*

YOUR NOTES/SKETCHES:

8 min (4 min each)

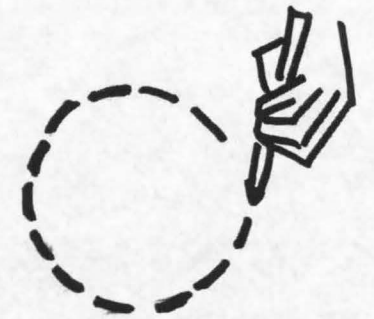
2 Dig deeper into one story *(talk about feelings and remember to ask "Why"?)*

YOUR NOTES/SKETCHES:

6 min (3 min each)

WHAT DOES IT MEAN?

Gain insights by thinking of what might be the deeper meaning meaning behind what you heard. Have fun with it.



3 Imagine the meaning

(notice something, then infer what the meaning might be)

Imagine possibilities for the following statements:

It's interesting/surprising/telling that they...

One thing that seems to be important to them is...

I wonder if this means...

(write a couple possibilities)

4 min

4 Create a brainstorming topic

(restate your inferences as opportunities)

How might we...

How might we...

How might we...

Write your "How might we" question on a 3x5 post it and place it on the whiteboard.

3 min

NEW IDEAS?

Generate a diverse set of concepts in response to your brainstorming question.



- 5 Share your work, then brainstorm as a team 2 min share,
3 min brainstorm, each
(share how you got to your "How might we" question and then start sketching ideas)
- 6 Select three ideas based on the four criterias below



THE RATIONAL IDEA



THE DELIGHTFUL IDEA

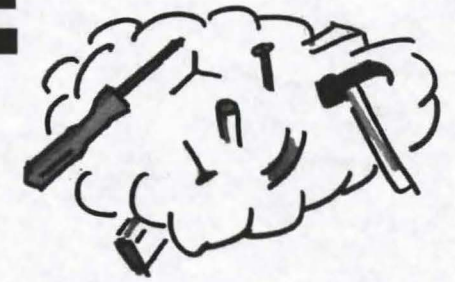


THE GROUNDBREAKING IDEA

2 min

PICK ONE AND ITERATE

Pick one of the ideas and stay in a generative mode as you work out the details.



7 Sketch out this new space/product/experience

(what is it? how does one interact with it? your goal is to develop the idea and make it visual)

A large, empty rectangular area with a light gray, textured background, intended for sketching out a new space, product, or experience.

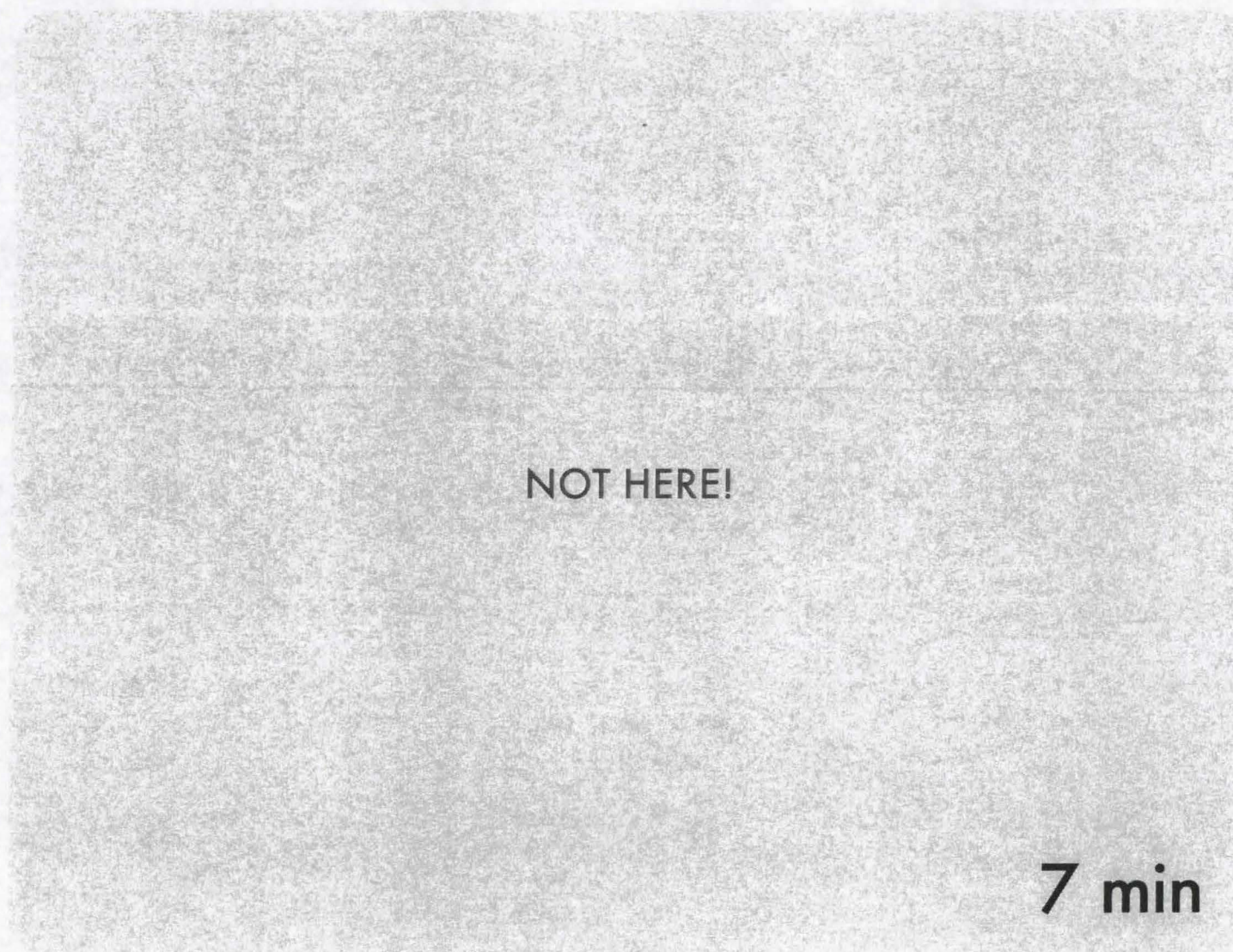
3 min

BUILD AND TEST

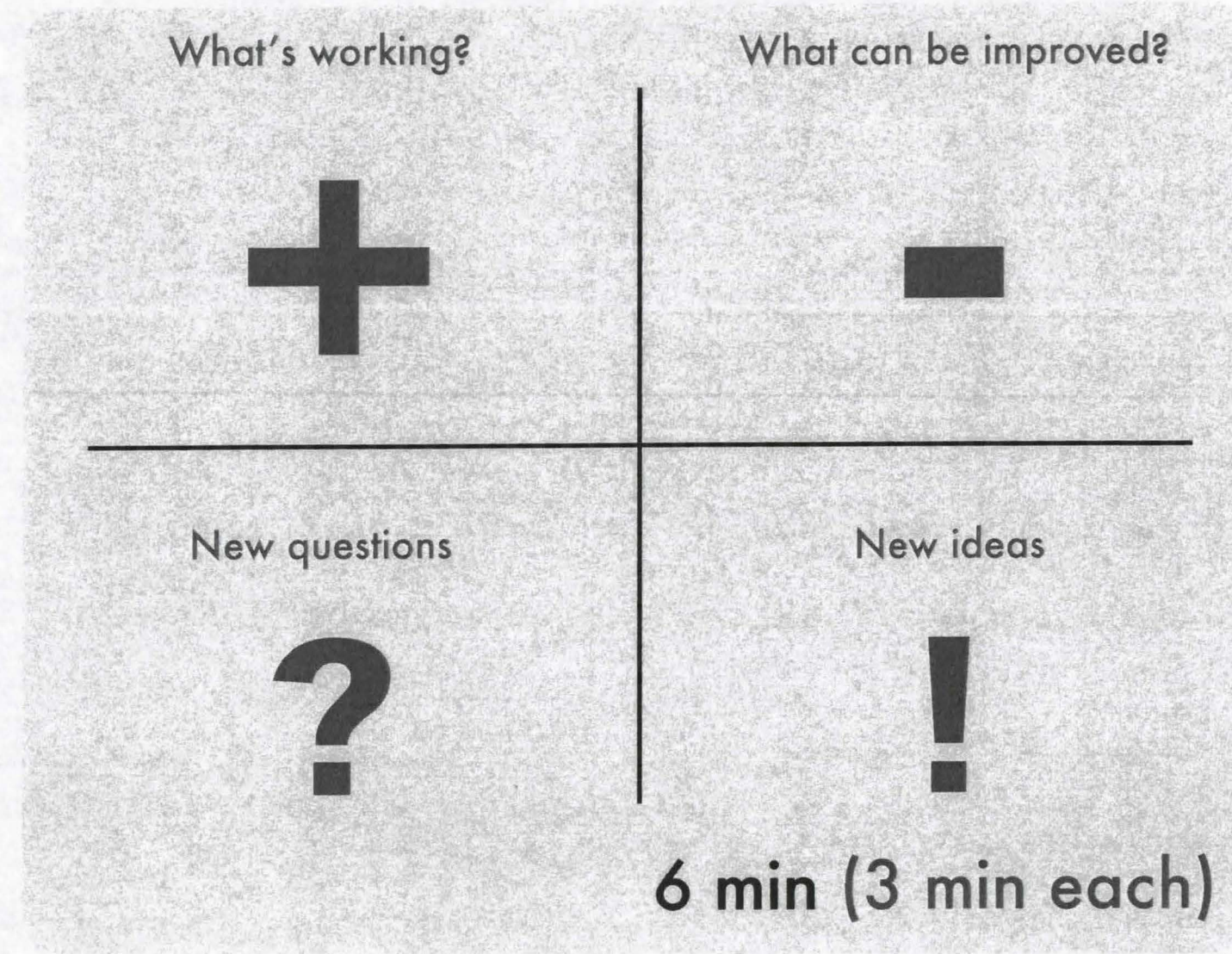
Make something your partner can interact with.



8 Build your solution *(to test desirability)*

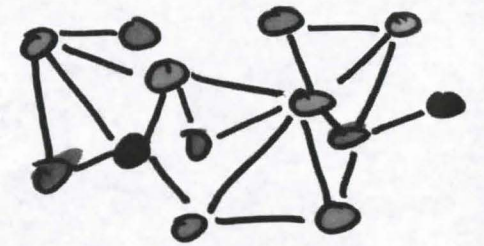


9 Share your prototype *(watch how they interact with what you made and get feedback)*



HOW DO THEY COMARE?

*Think about what you made and
prepare to sell it!*



10 Prepare a 30 second pitch *(so everyone can get a feel for what you created)*

I interviewed...

My "how might question" was...

By making this I hope to accomplish...
(have fun with it and feel free to elaborate)

3 min

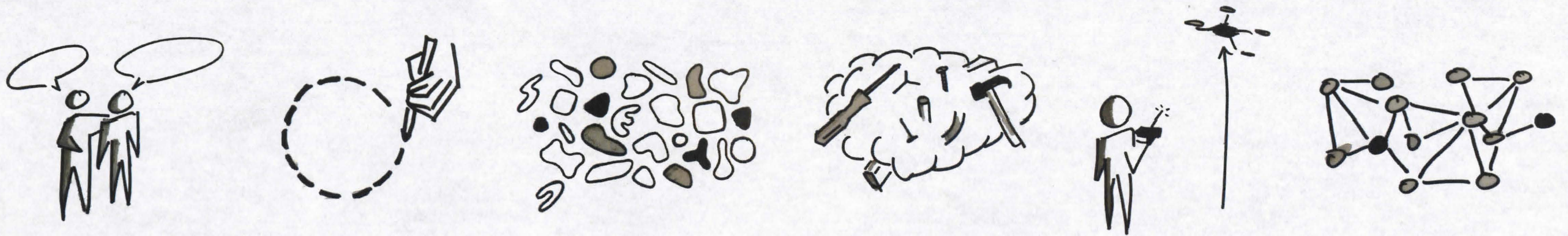
11 Discuss how yours is similar *(to somone else's idea and move them around)*

YOUR NOTES/SKETCHES:

8 min

CREATING NEW EXPERIENCES

Through Design Thinking



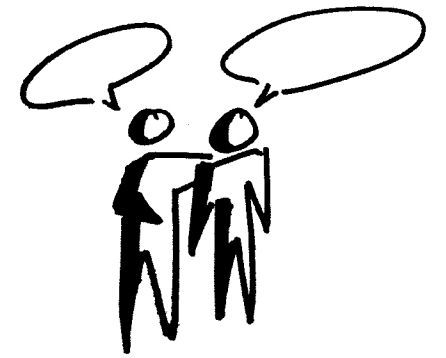
A Tailor-Made Workshop for Pitzer Art 176



the hive

IT STARTS WITH EMPATHY

Interview your partner about their
experiences with the library.



1 Interview your partner (build rapport and then start seeking stories)

YOUR NOTES/SKETCHES:

No memory → doesn't hangout
Pure book person No - fully interaction
Feel like too loud.
Fun multi-stacks → elevators
Nothing funny
Contested → I thought I was going to
get something and I
didn't.
Useful design

8 min (4 min each)

2 Dig deeper into one story (talk about feelings and remember to ask "Why"?)

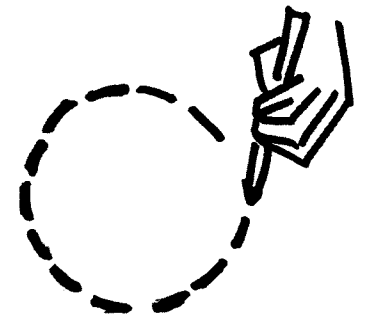
YOUR NOTES/SKETCHES:

No time yet
hit down as much as you can
→ stragg
The only thing I can hear is myself
& Airconditioning
→ multi-stacks, walk down the stairs
loud & hit the
metal bars
Above the books & still see them

6 min (3 min each)

WHAT DOES IT MEAN?

Gain insights by thinking of what might be the deeper meaning meaning behind what you heard. Have fun with it.



3 Imagine the meaning

(notice something, then infer what the meaning might be)

Imagine possibilities for the following statements:

It's interesting/surprising/telling that they...

be taken with the sounds of the library → feels too good. hear themselves + the Air conditioning is indicator.

One thing that seems to be important to them is...

not disrupting people in general. they like things about the sounds of the library but that does not come before their concern for others

I wonder if this means...

(write a couple possibilities)

The library makes you hyper self aware →

what you are looking for, doing, sounds you make, you (you sound specifically) in relation to others.

SOUNDS you unknowingly make.

4 min

4 Create a brainstorming topic

(restate your inferences as opportunities)

How might we...

Make non-disruptive sound?
How to harness the sounds that we unknowingly make

How might we...

~~How might we...~~ Visually ~~show~~ show the self-aware state one feels in the library?

How might we...

make people self aware but not in an uncomfortable way? Is the needed? or is this hyper self aware state good?

Write your "How might we" question on a 3x5 post it and place it on the whiteboard.

3 min

NEW IDEAS?

Generate a diverse set of concepts in response to your brainstorming question.



- 5 Share your work, then brainstorm as a team 2 min share,
3 min brainstorm, each
(share how you got to your "How might we" question and then start sketching ideas)
- 6 Select three ideas based on the four criterias below

idea 1

Disruption

(place post it here)

Sound
detox

(place post it here)

Discovery

The human
invasion
of the thing
world
(place post it here)
↓ why
you are so
confused & confused

THE RATIONAL IDEA

THE DELIGHTFUL IDEA

THE GROUNDBREAKING IDEA

idea 2

Map

Face to
Face

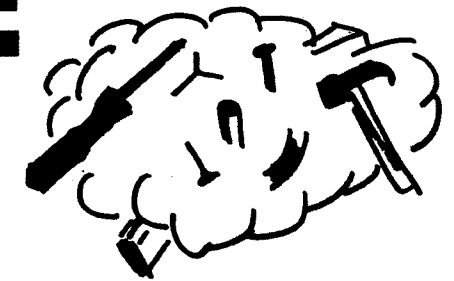
 the hive

What is
confusing, things
or space?

2 min

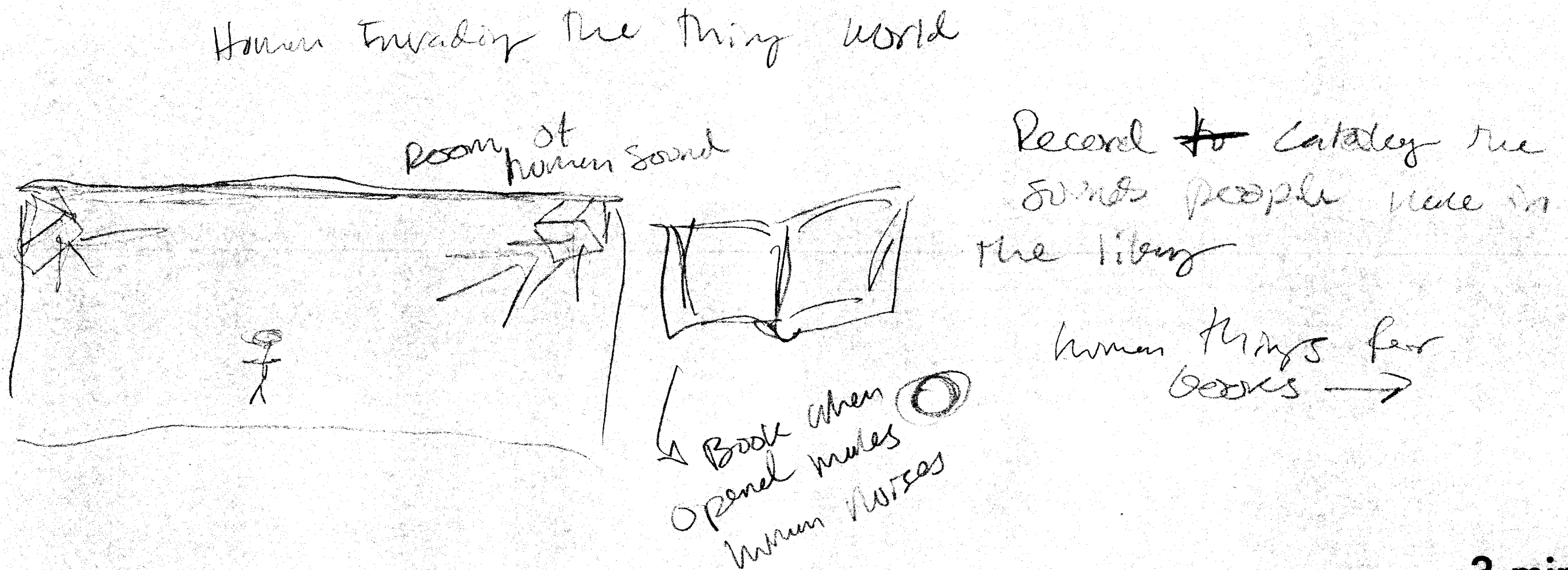
PICK ONE AND ITERATE

Pick one of the ideas and stay in a generative mode as you work out the details.



7 Sketch out this new space/product/experience

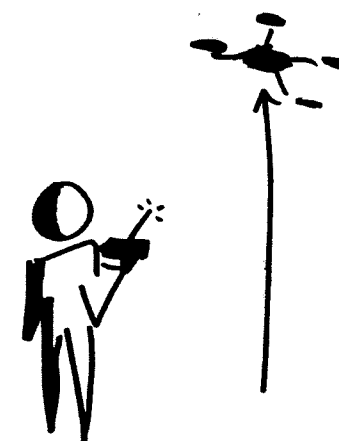
(what is it? how does one interact with it? your goal is to develop the idea and make it visual)



3 min

BUILD AND TEST

Make something your
partner can interact with.

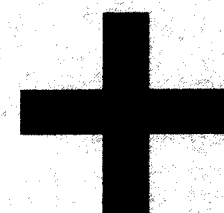


8 Build your solution (to test desirability)

9 Share your prototype (watch how they interact with what you made and get feedback)

What's working?

What can be improved?



Human needs

Many

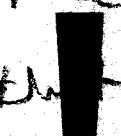


New questions



New ideas

Hide the Book
Management the
Library



wise memory
cards

The lesson
of walking

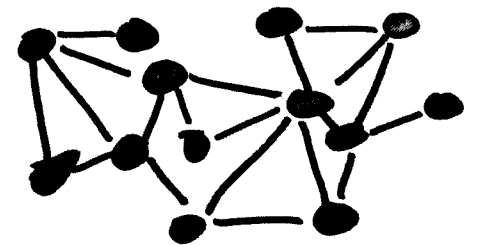
NOT HERE!

7 min

6 min (3 min each)

HOW DO THEY COMARE?

Think about what you made and
prepare to sell it!



10 Prepare a 30 second pitch

(so everyone can get a feel for what you created)

I interviewed...

Tirza!

My "how might question" was...

How might we visually show the higher
self aware state and feels in the body?

By making this I hope to accomplish...

(have fun with it and feel free to elaborate)

amusement, stress relief, to insert
people into the objects. Whimsy.

3 min

11 Discuss how yours is similar

(to someone else's idea and move them around)

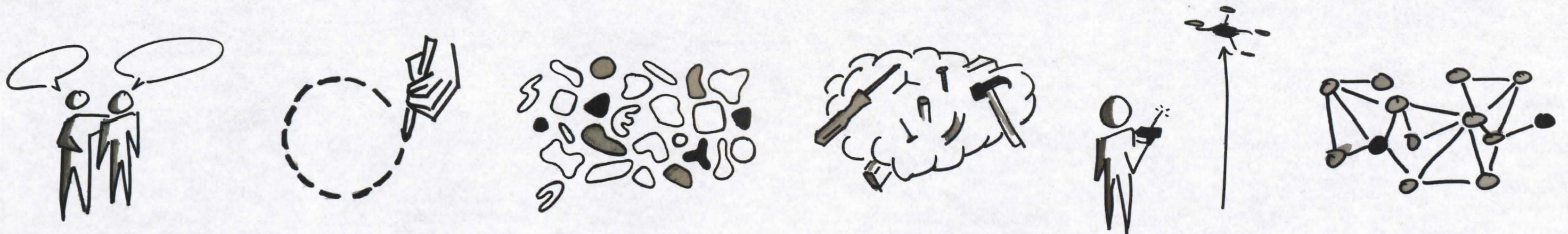
YOUR NOTES/SKETCHES:

Similar to
~~the~~

8 min

CREATING NEW EXPERIENCES

Through Design Thinking



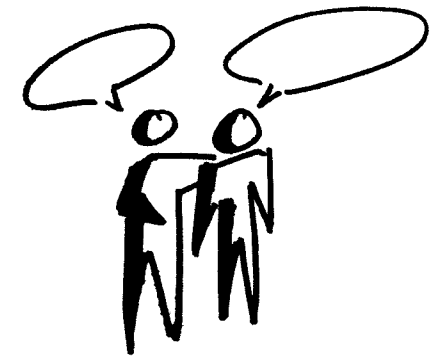
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IT STARTS WITH EMPATHY

Interview your partner about their experiences with the library.



1 Interview your partner *(build rapport and then start seeking stories)*

YOUR NOTES/SKETCHES:

no door on east side of campus
lack of visibility, existence and placement
crossing screen zone, maybe tablet
visual digital tools!

8 min (4 min each)

2 Dig deeper into one story *(talk about feelings and remember to ask "Why"?)*

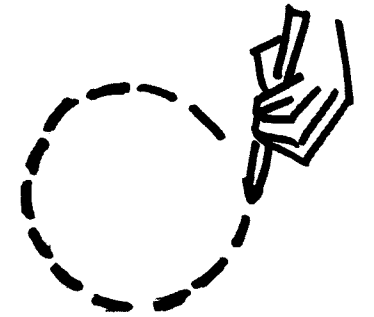
YOUR NOTES/SKETCHES:

library as accessible plastic sphere, having
a place where community of individuals
would be using exploring these technologies
together → peers as a source of knowledge
beyond self
tablet, production gear, software for (music,
graphics)

6 min (3 min each)

WHAT DOES IT MEAN?

Gain insights by thinking of what might be the deeper meaning meaning behind what you heard. Have fun with it.



3 Imagine the meaning

(notice something, then infer what the meaning might be)

Imagine possibilities for the following statements:

It's interesting/surprising/telling that they...

think of the library as a public sphere and its potential for shared, communal learning

One thing that seems to be important to them is...

taking advantage of the college setting as a means of learning from ones peers, learning about new technologies

I wonder if this means...

(write a couple possibilities)

Discuss is more comfortable learning from others rather

than from manuals/himself ⑦ there is a dearth in communal learning at the library as it currently exists ⑧ people are going to the library with set goals and thus do not engage in socialized learning (personal)

4 min

4 Create a brainstorming topic

(restate your inferences as opportunities)

How might we... rethink the library as a potential space for community learning + engagement?

How might we... encourage students to utilize one another as resources in exploring new technologies?

How might we... expand the use of the library as a place for personal discovery rather than ^{mandatory} academic discovery?

Write your "How might we" question on a 3x5 post it and place it on the whiteboard.

3 min

NEW IDEAS?

Generate a diverse set of concepts in response to your brainstorming question.



- 5 Share your work, then brainstorm as a team 2 min share,
3 min brainstorm, each
(share how you got to your "How might we" question and then start sketching ideas)
- 6 Select three ideas based on the four criterias below

ONLINE FORUM
FOR ORGANIZING
MEETINGS AROUND
INTERESTS, DISCUSS
BOOK/MAG/DVD/JOURNALS

THE RATIONAL IDEA

Social Spaces
how do you
can you - designate
facilitate social
spaces visually

THE DELIGHTFUL IDEA

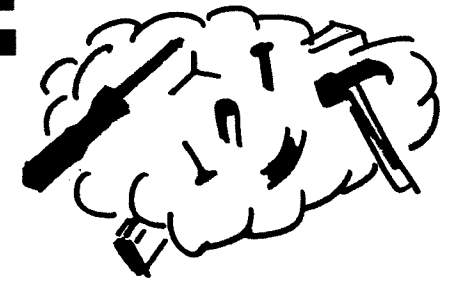
USING ADVANCED
TECHNOLOGY TO
TRACK BOOKS +
NO ORDER TO
LIBRARY!!

THE GROUNDBREAKING IDEA

2 min

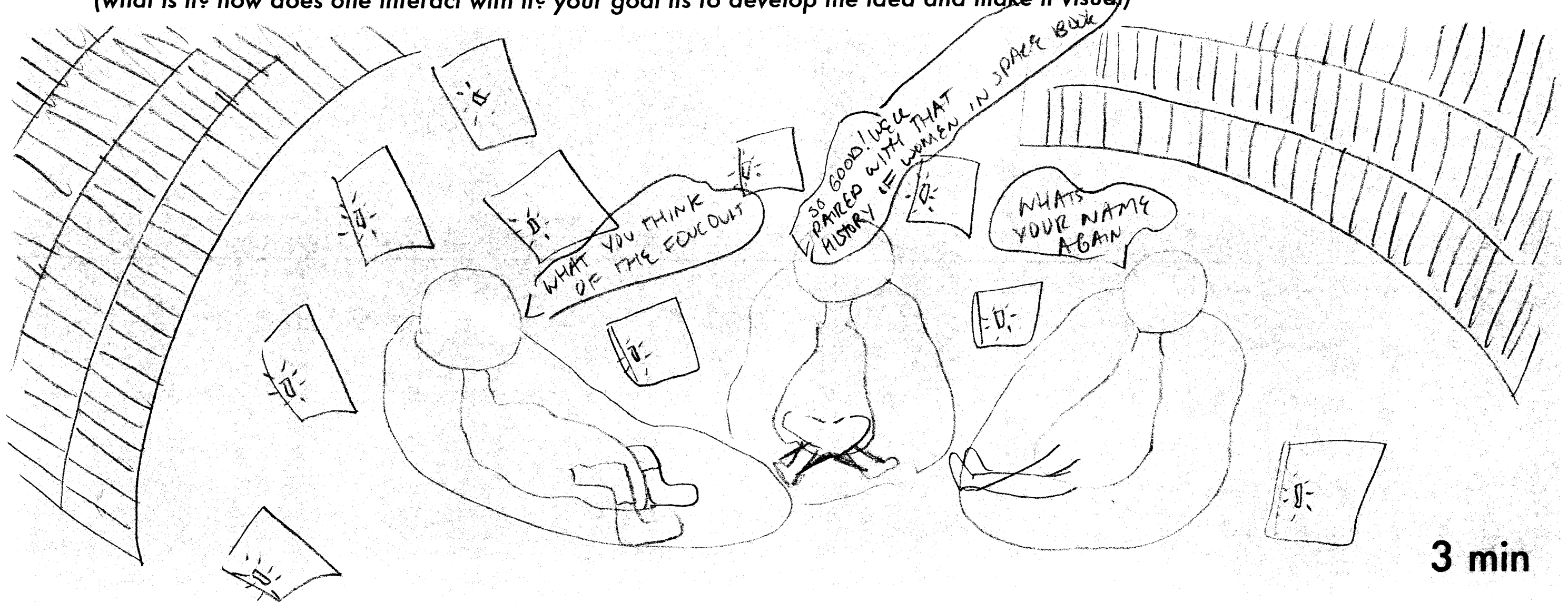
PICK ONE AND ITERATE

Pick one of the ideas and stay in a generative mode as you work out the details.



7 Sketch out this new space/product/experience

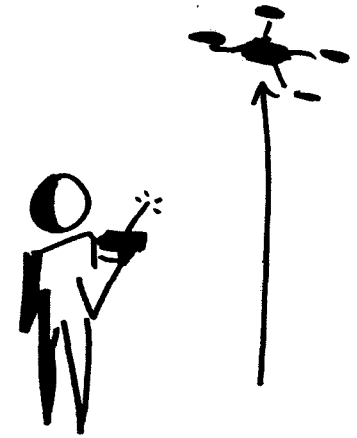
(what is it? how does one interact with it? your goal is to develop the idea and make it visual)



3 min

BUILD AND TEST

Make something your partner can interact with.

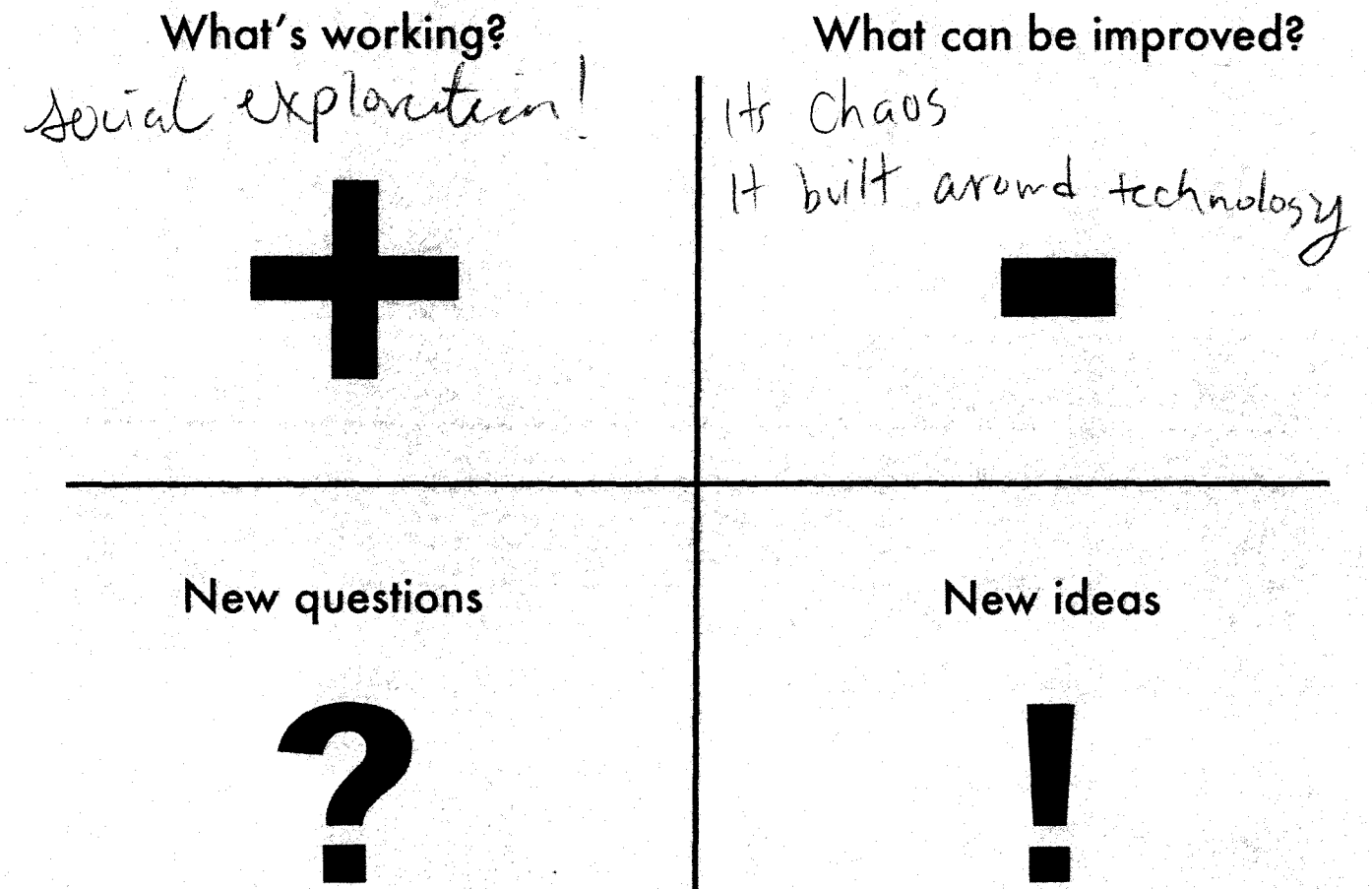


8 Build your solution (to test desirability)

NOT HERE!

7 min

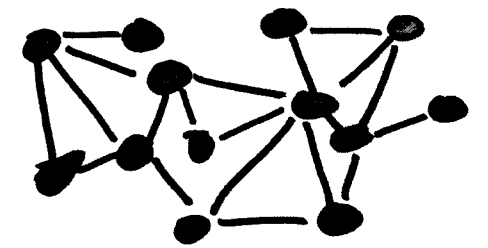
9 Share your prototype (watch how they interact with what you made and get feedback)



6 min (3 min each)

HOW DO THEY COMARE?

Think about what you made and
prepare to sell it!



10 Prepare a 30 second pitch

(so everyone can get a feel for what you created)

I interviewed...

ISAAC WATTS

My "how might question" was...

HOW MIGHT WE EXPAND THE LIBRARY FOR
PERSONAL DISCOVERY (RATHER THAN JUST ACADEMIC DISC.)?

By making this I hope to accomplish...

(have fun with it and feel free to elaborate)

ILLUMINATE CONNECTIONS BETWEEN PEOPLE
WHO LIKE THE SAME BOOKS AS WELL AS FIND
BUT "UNRELATED" BOOKS WITH IDEOLOGICAL TIES.

3 min

11 Discuss how yours is similar

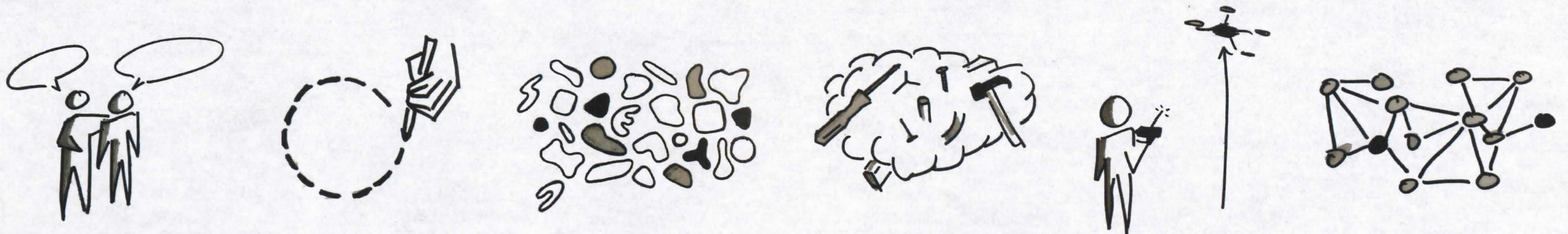
(to someone else's idea and move them around)

YOUR NOTES/SKETCHES:

8 min

CREATING NEW EXPERIENCES

Through Design Thinking



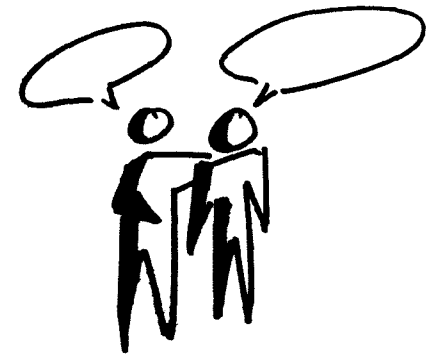
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IT STARTS WITH EMPATHY

Interview your partner about their
experiences with the library.



1 Interview your partner

(build rapport and then start seeking stories)

YOUR NOTES/SKETCHES:

Don't like the physical spaces, but
I like the online resources + that
I can get to them anytime +
make requests. User books + obscure
articles that are to ^{print} find + citations.
Has never not found something.
Everyone stressed in the library. He likes
being alone. Likes 3rd floor bridge.
Putz on the website. Had an orientation.
"Feels fine." our library feels big/
colossal. Lib = hub of information.
Pick it up + go somewhere else.
Outdoor indoor diversity of space, more
secluded spaces would help him stay-
like a corner. Wants less exposure.

8 min (4 min each)



the hive

2 Dig deeper into one story

(talk about feelings and remember to ask "Why"?)

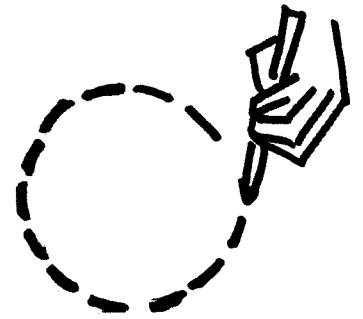
YOUR NOTES/SKETCHES:

Likes to have control of light. Likes to have
access to food + water. Doesn't like the
smell of coffee. Likes neutral spaces. To
see but remain unseen. Privacy.
Library is good for collaboration.
Likes books. ~~too~~ Nice to take a break
from screens. Nice to get lost, be
surprised. Laptop + iPhone are intimate
objects. Doesn't want to share it.
Internet isn't fun, but does spend time
there.

6 min (3 min each)

WHAT DOES IT MEAN?

Gain insights by thinking of what might be the deeper meaning meaning behind what you heard. Have fun with it.



3 Imagine the meaning

(notice something, then infer what the meaning might be)

Imagine possibilities for the following statements:

It's interesting/surprising/telling that they...

~~don't~~ said the library doesn't have an emotional impact and feels "neutral" but also that he's impressed by the size + scale of it
never couldn't find anything

One thing that seems to be important to them is...

privacy + control. Has a desire to see others but remain unseen + control the space around him.

I wonder if this means...

(write a couple possibilities)

the library experience could be more customizable. there were opportunities for micro-climate control the library would ever be more than a shopping / "transactional" experience for him. Maybe that's enough.

4 min

4 Create a brainstorming topic

(restate your inferences as opportunities)

How might we...

create micro-environments in the library
✓ customizable

How might we... have more

let ppl control over their library experience?

How might we...

get ~~give~~ the library ^{to make} a more ^{positive} emotional impact on ppl who visit

Write your "How might we" question on a 3x5 post it and place it on the whiteboard.

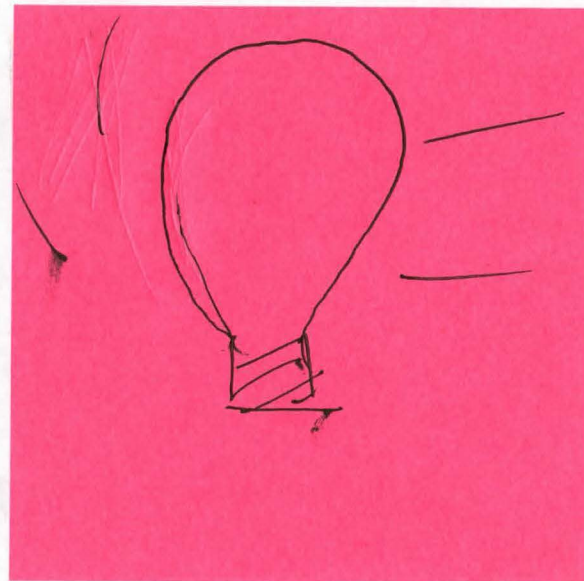
3 min

NEW IDEAS?

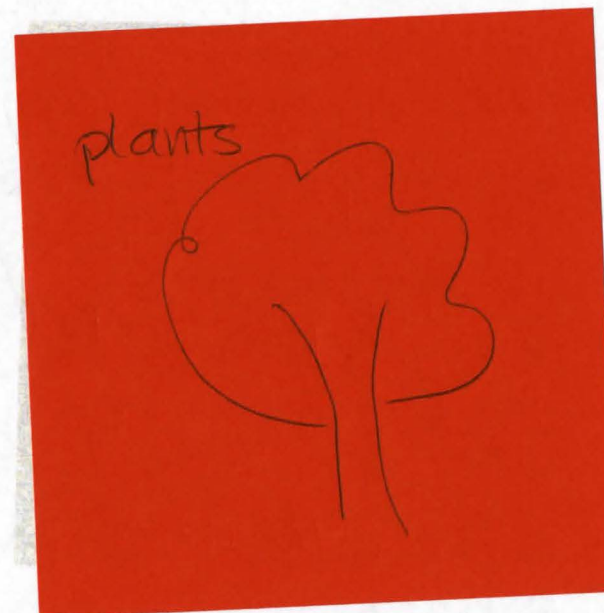
Generate a diverse set of concepts in response to your brainstorming question.



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THE RATIONAL IDEA



THE DELIGHTFUL IDEA

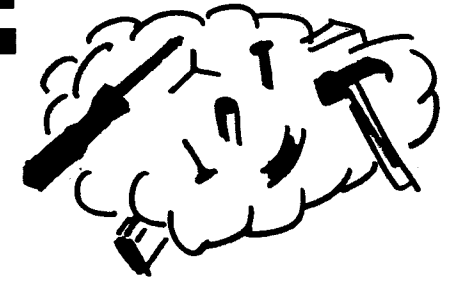


THE GROUNDBREAKING IDEA

2 min

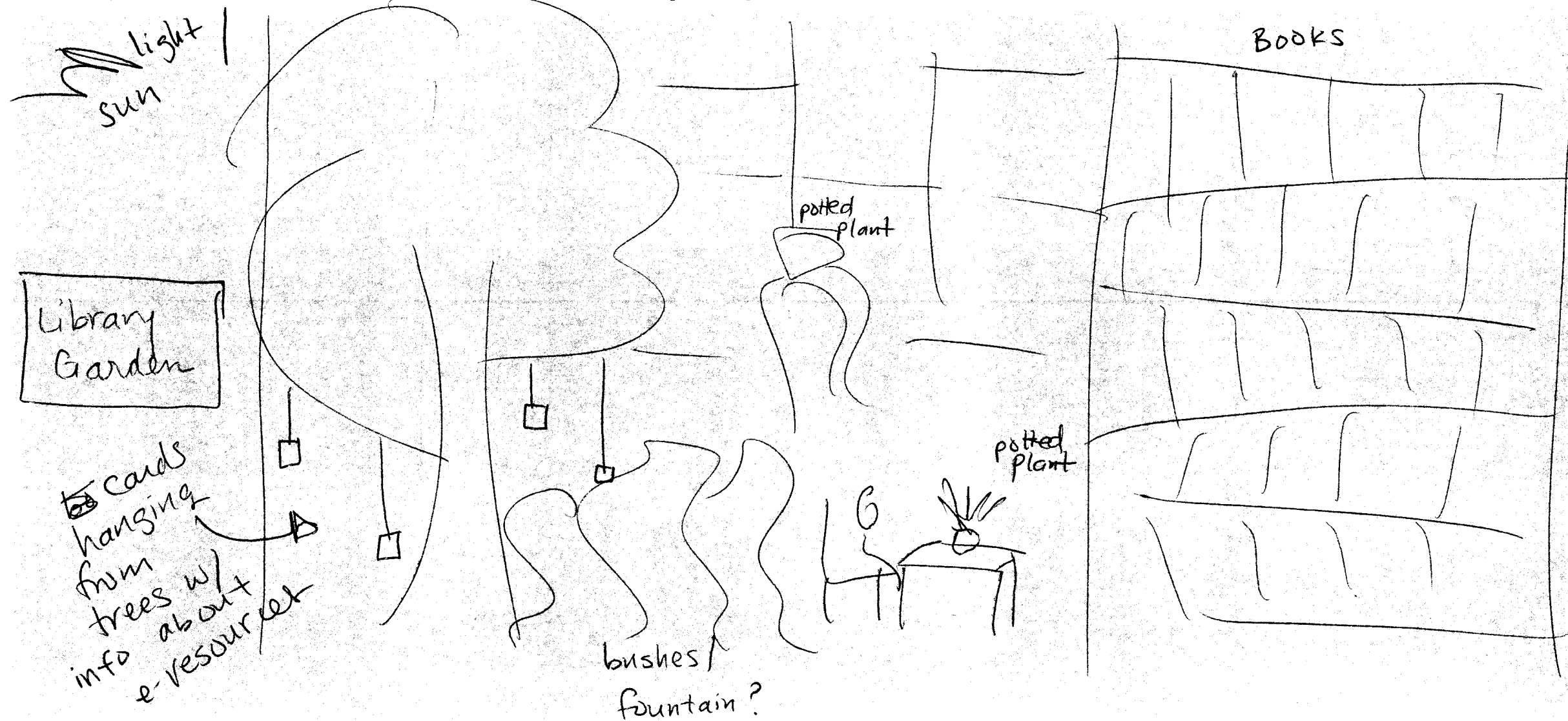
PICK ONE AND ITERATE

Pick one of the ideas and stay in a generative mode as you work out the details.



7 Sketch out this new space/product/experience

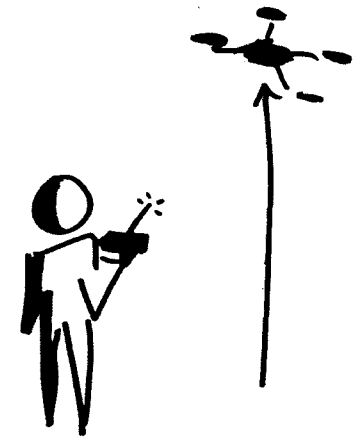
(what is it? how does one interact with it? your goal is to develop the idea and make it visual)



3 min

BUILD AND TEST

*Make something your
partner can interact with.*



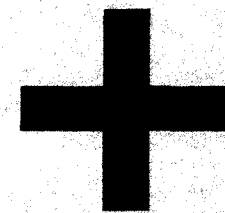
8 Build your solution *(to test desirability)*

NOT HERE!

7 min

9 Share your prototype *(watch how they interact with what you made and get feedback)*

What's working?



What can be improved?



New questions



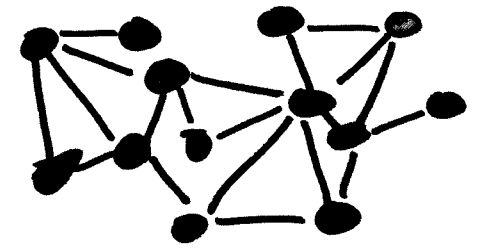
New ideas



6 min (3 min each)

HOW DO THEY COMARE?

Think about what you made and
prepare to sell it!



10 Prepare a 30 second pitch

(so everyone can get a feel for what you created)

I interviewed...

John

My "how might question" was...

how might get the library to make a more
positive emotional impact on the people
who visit

By making this I hope to accomplish...

(have fun with it and feel free to elaborate)

John mentioned that he doesn't like to hang out in
the library so I thought about ways to improve +
be creative about his transactional experience.
Picking resources from a tree is fun + different,
+ might make him happy + maybe stick around
a bit longer.

3 min

11 Discuss how yours is similar

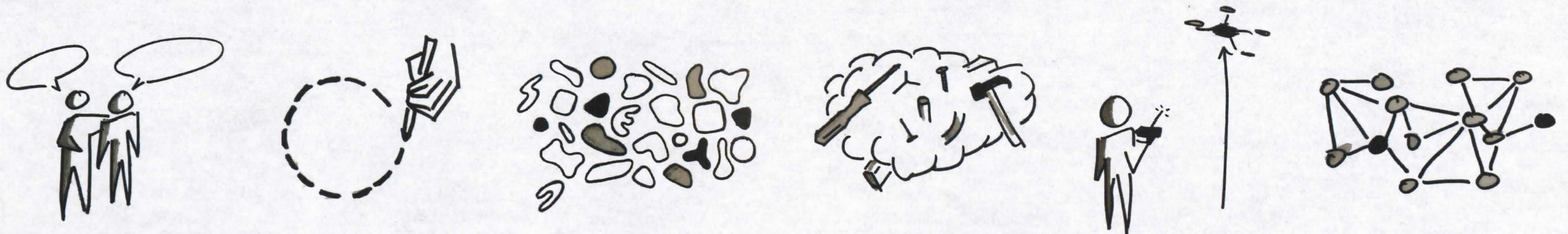
(to someone else's idea and move them around)

YOUR NOTES/SKETCHES:

8 min

CREATING NEW EXPERIENCES

Through Design Thinking



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IT STARTS WITH EMPATHY

Gain insight by asking the deeper meaning meaning. Have fun with it.



1 Interview your partner

(build rapport and then start seeking stories)

YOUR NOTES/SKETCHES:

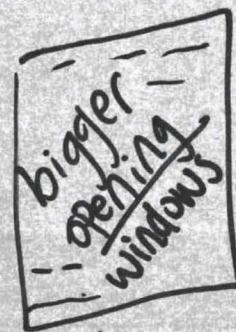
Doesn't go

So out of the way

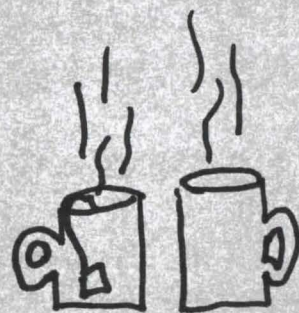
STUFFY

People look sad stressed

rather work in her house



if they utilized
a roof for sitting
areas.



Coffee/tea dispenser?

8 min (4 min each)

2 Dig deeper into one story

(talk about feelings and remember to ask "Why"?)

YOUR NOTES/SKETCHES:

used to try as a freshman

4th floor

↳ Fri morn → whole day.

↳ homework for the week

this made her missevents

;;

↳ internet navigating

when to work?

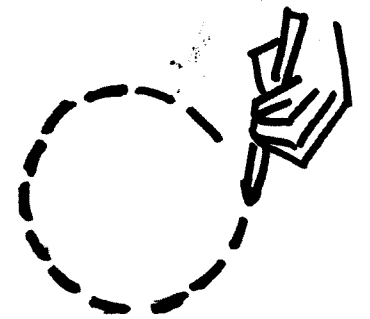
Ⓢ?



6 min (3 min each)

WHAT DOES IT MEAN?

Gain insights by thinking of what might be the deeper meaning meaning behind what you heard. Have fun with it.



3 Imagine the meaning

(notice something, then infer what the meaning might be)

Imagine possibilities for the following statements:

It's interesting/surprising/telling that they...

used to study in the library

One thing that seems to be important to them is...

to have their own space to study with access to the outside

I wonder if this means...

(write a couple possibilities)

if the library had more open spaces with tables and nice areas, they could like it again

4 min

4 Create a brainstorming topic

(restate your inferences as opportunities)

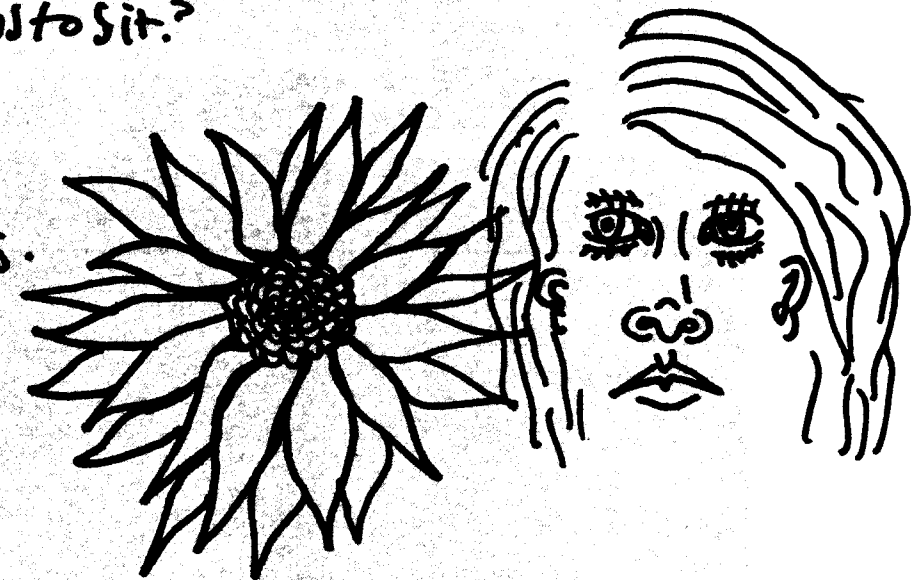
How might we...

make more open spaces (outside or with windows)
with more comfortable areas to sit?

How might we...

make more personal spaces.

How might we...



Write your "How might we" question on a 3x5 post it and place it on the whiteboard.

3 min

NEW IDEAS?

Generate a diverse set of concepts in response to your brainstorming question.



- 5 Share your work, then brainstorm as a team 2 min share,
3 min brainstorm, each
(share how you got to your "How might we" question and then start sketching ideas)
- 6 Select three ideas based on the four criterias below



THE RATIONAL IDEA



THE DELIGHTFUL IDEA

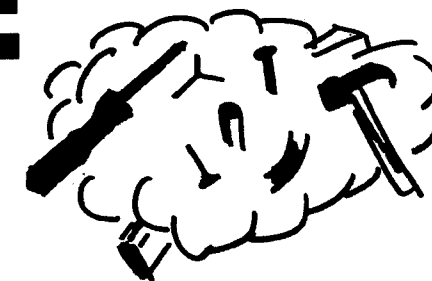


THE GROUNDBREAKING IDEA

2 min

PICK ONE AND ITERATE

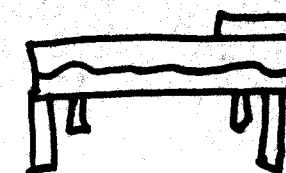
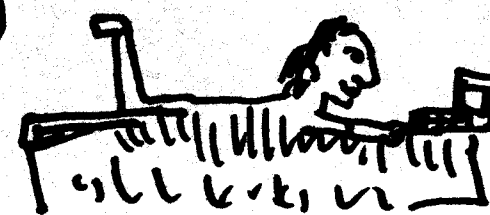
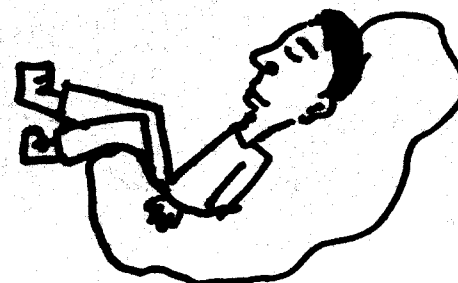
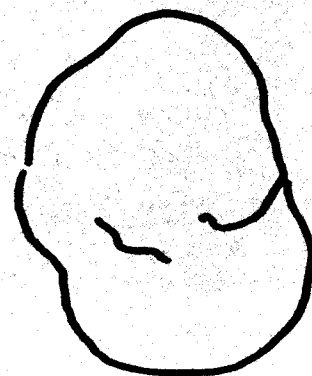
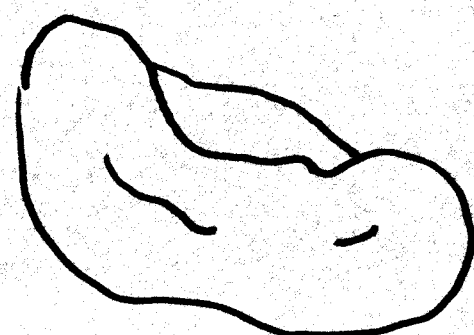
Pick one of the ideas and stay in a generative mode as you work out the details.



7 Sketch out this new space/product/experience

(what is it? how does one interact with it? your goal is to develop the idea and make it visual)

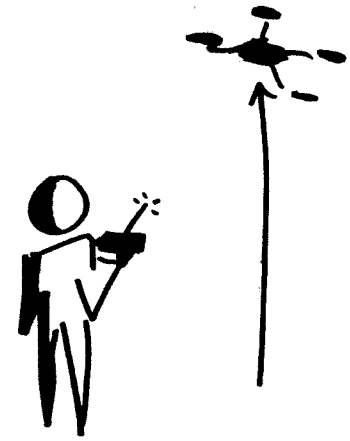
NAP ROOM IN THE LIBRARY



3 min

BUILD AND TEST

Make something your partner can interact with.



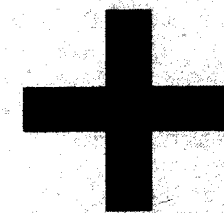
8 Build your solution *(to test desirability)*

NOT HERE!

7 min

9 Share your prototype *(watch how they interact with what you made and get feedback)*

What's working?



What can be improved?



New questions



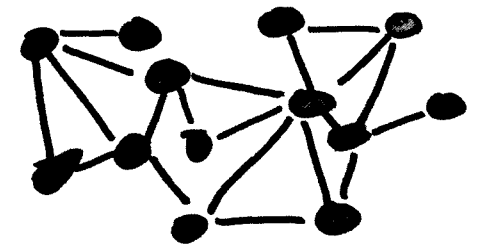
New ideas



6 min (3 min each)

HOW DO THEY COMARE?

Think about what you made and
prepare to sell it!



10 Prepare a 30 second pitch

(so everyone can get a feel for what you created)

I interviewed...

Everest

My "how might question" was...

HMW make open spaces with more comfortable

seating options

By making this I hope to accomplish...

(have fun with it and feel free to elaborate)

2 Naptime room because sometimes we need

a nap in the middle of studying

3 min

11 Discuss how yours is similar

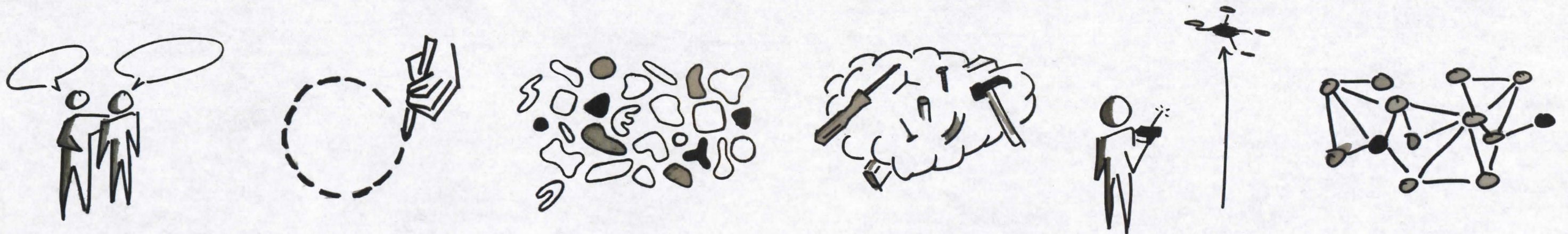
(to someone else's idea and move them around)

YOUR NOTES/SKETCHES:

8 min

CREATING NEW EXPERIENCES

Through Design Thinking



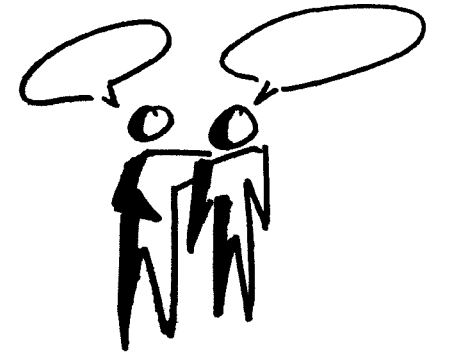
A Tailor-Made Workshop for Pitzer Art 176



the hive

IT STARTS WITH EMPATHY

Interview your partner about their
experiences with the library.



1 Interview your partner

(build rapport and then start seeking stories)

YOUR NOTES/SKETCHES: Job Interview. Impress with
the way the library doesn't like the inside, not
is pretty more of there. Colors clutter, things that
don't match. Look at natural light.
- Loves the people in the library, Rarden
building. Good Internet Librarians, Dytens
Potterman

8 min (4 min each)

2 Dig deeper into one story

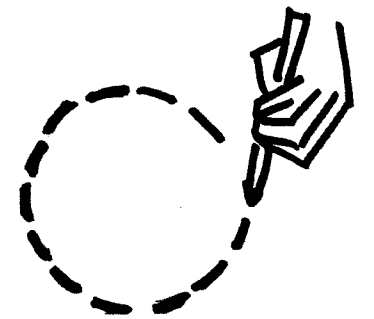
(talk about feelings and remember to ask "Why"?)

YOUR NOTES/SKETCHES: - Used Book Store
Library of Congress system does not work
due to limitations. Adventure, rather than
hyper focuses. Grocery Shopping.

6 min (3 min each)

WHAT DOES IT MEAN?

Gain insights by thinking of what might be the deeper meaning meaning behind what you heard. Have fun with it.



3 Imagine the meaning

(notice something, then infer what the meaning might be)

Imagine possibilities for the following statements:

It's interesting/surprising/telling that they...

Like looking for things more than finding things.

One thing that seems to be important to them is...

Being able to Adventure rather than just focused search

I wonder if this means...

(write a couple possibilities)

that the library could be use a space

where the community can recommend books of books or resource based on the best resource.

So like in order to change the resource
Someone would have to answer a question about the lost resource

4 min



the hive

4 Create a brainstorming topic

(restate your inferences as opportunities)

How might we...

highlight the resources the library has while also creating a community dynamic space

How might we...

Create a more enthralling experience when in the library

How might we...

Write your "How might we" question on a 3x5 post it and place it on the whiteboard.

3 min

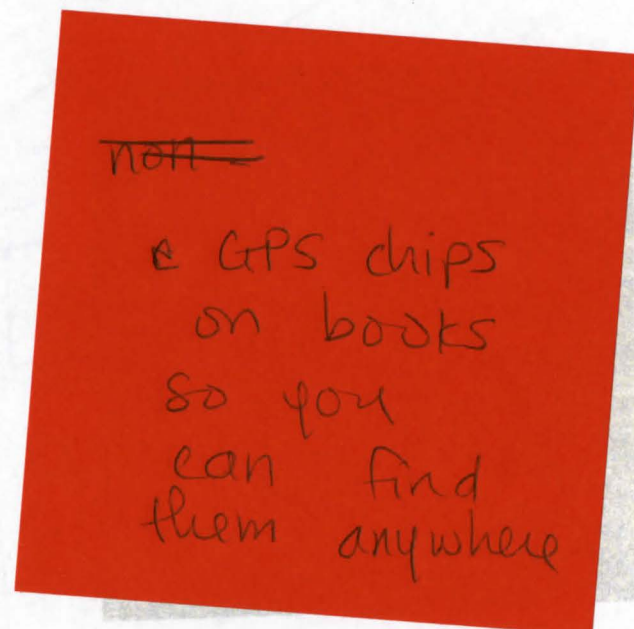
NEW IDEAS?

Generate a diverse set of concepts in response to your brainstorming question.

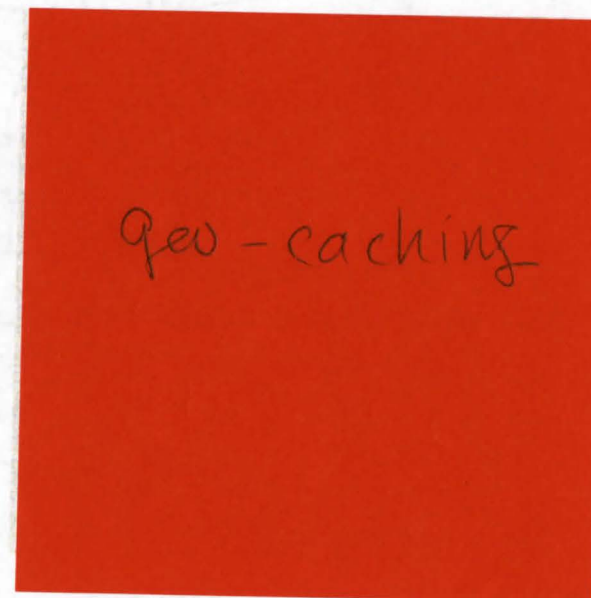


- 5 Share your work, then brainstorm as a team 2 min share,
3 min brainstorm, each
(share how you got to your "How might we" question and then start sketching ideas)
- 6 Select three ideas based on the four criterias below

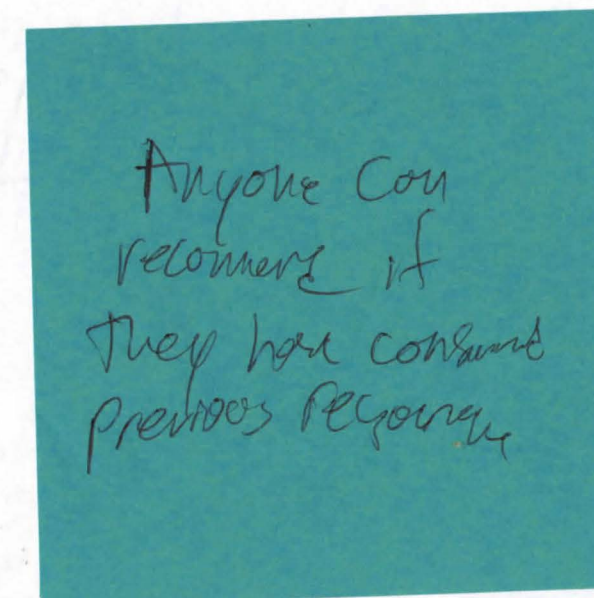
False Book



THE RATIONAL IDEA



THE DELIGHTFUL IDEA

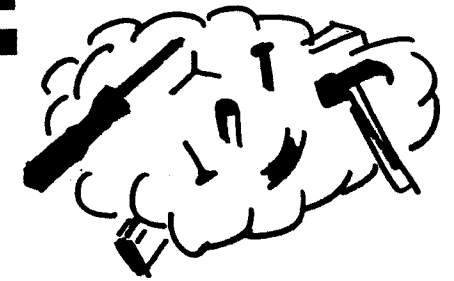


THE GROUNDBREAKING IDEA

2 min

PICK ONE AND ITERATE

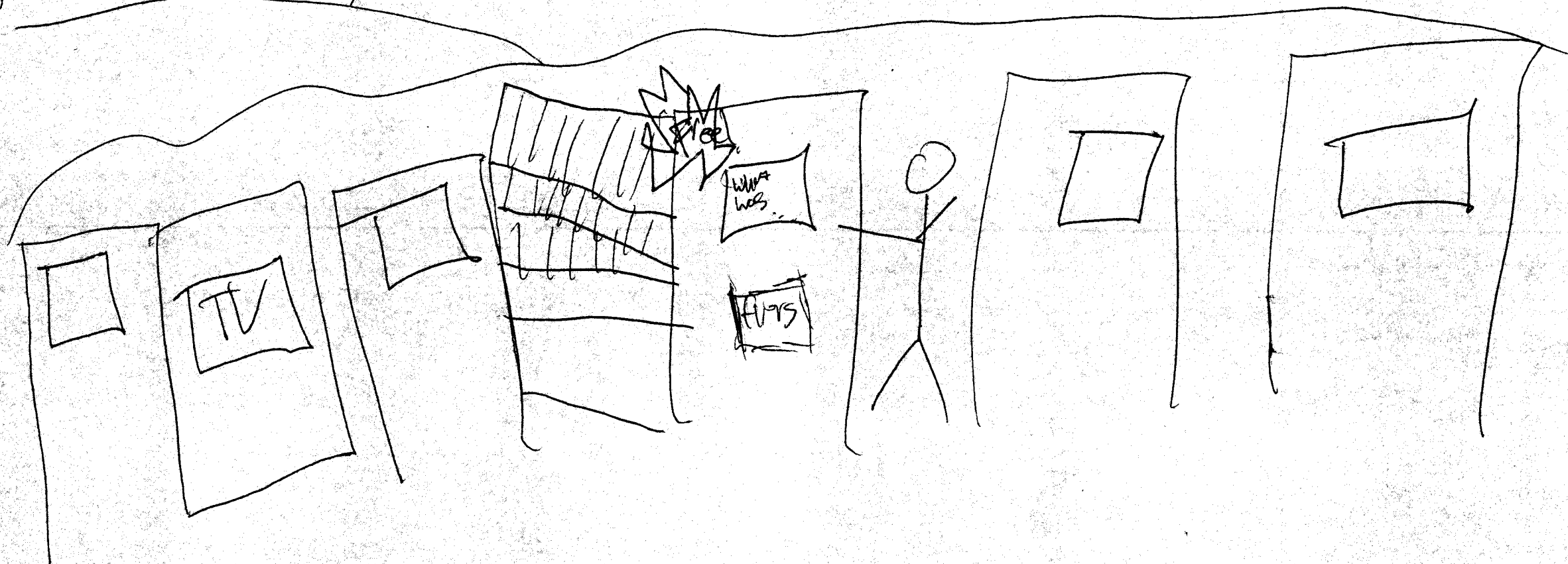
Pick one of the ideas and stay in a generative mode as you work out the details.



7 Sketch out this new space/product/experience

(what is it? how does one interact with it? your goal is to develop the idea and make it visual)

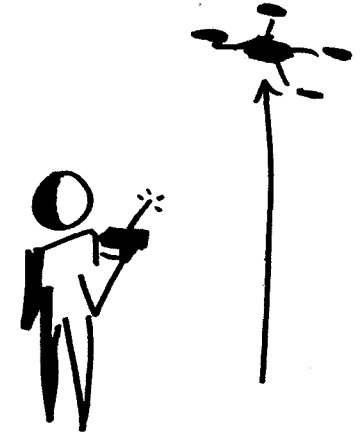
These could be all over / in different sections



3 min

BUILD AND TEST

Make something your partner can interact with.



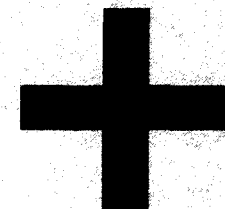
8 Build your solution *(to test desirability)*

NOT HERE!

7 min

9 Share your prototype *(watch how they interact with what you made and get feedback)*

What's working?



What can be improved?



New questions



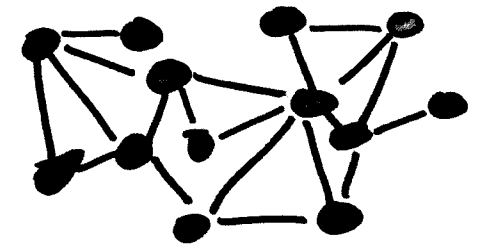
New ideas



6 min (3 min each)

HOW DO THEY COMARE?

Think about what you made and
prepare to sell it!



10 Prepare a 30 second pitch (so everyone can get a feel for what you created)

I interviewed...

MosilThe

My "how might question" was...

How might the resources that the library
has while also staying elements of entry

By making this I hope to accomplish...

(have fun with it and feel free to elaborate)

more people have more of an adventure
in the library and this more than
find things they didn't know existed

3 min

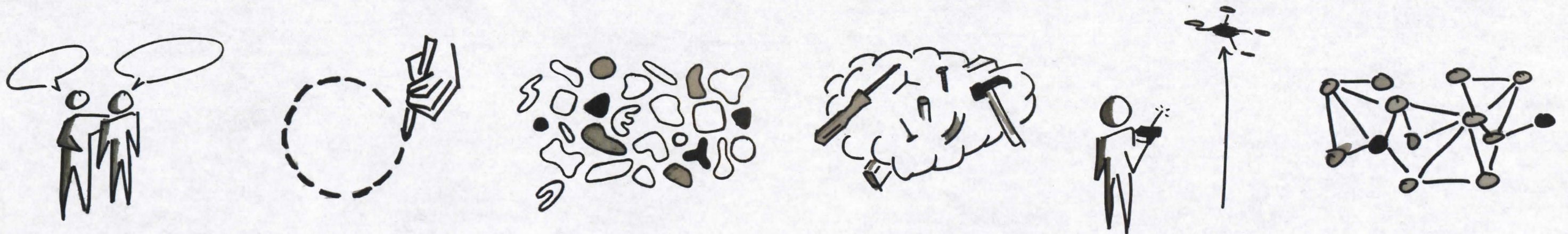
11 Discuss how yours is similar (to someone else's idea and move them around)

YOUR NOTES/SKETCHES:

8 min

CREATING NEW EXPERIENCES

Through Design Thinking



A Tailor-Made Workshop for Pitzer Art 176



the hive

IT STARTS WITH EMPATHY

Interview your partner about their experiences with the library.



1 Interview your partner (build rapport and then start seeking stories)

YOUR NOTES/SKETCHES:

- 1st freshman year finals \Rightarrow stressful
 - \hookrightarrow associated w/ stress
 - \hookrightarrow library's atmosphere contributed
 - morning is calm (not many people)
day - more busy - don't like being there
weekend night - most people won't be there
 - stacks, long hallway w/ green lamps
 - \uparrow very secluded
 - \uparrow really cozy \Rightarrow windows are deep (can sit in them)
 - rarely at library \Rightarrow go 4 times/semester
 - go to library when need to get work done b/c that's what library represents \Rightarrow studious space
 - more an academic space than a social space
- 8 min (4 min each)**

2 Dig deeper into one story (talk about feelings and remember to ask "Why"?)

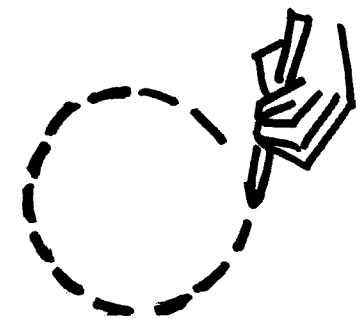
YOUR NOTES/SKETCHES:

- played sardines at library
 - \hookrightarrow one person hides and everyone else hides w/ them
 - \hookrightarrow was a study break
 - \hookrightarrow exploring library \Rightarrow cool study spaces never been to
 - \hookrightarrow library is really
 - \hookrightarrow library facilitates this game really well \Rightarrow lots of spaces where someone could hide
- library is supposed to be a quiet space \Rightarrow but b/c kind of playing a game - trying to find a person - kind of funny - way to use a space in a non-academic way

6 min (3 min each)

WHAT DOES IT MEAN?

Gain insights by thinking of what might be the deeper meaning meaning behind what you heard. Have fun with it.



3 Imagine the meaning

(notice something, then infer what the meaning might be)

Imagine possibilities for the following statements:

It's interesting/surprising/telling that they...

typically consider library to be associated w/ getting work done

One thing that seems to be important to them is...

having a place designated for being productive

I wonder if this means...

(write a couple possibilities)

library is a good atmosphere for productivity

they are a hardworking student

library connoted w/ good work ethic

4 min

4 Create a brainstorming topic

(restate your inferences as opportunities)

How might we...

make the library good for productivity, but also less stressful \Rightarrow more unexpected things to smile about like seeing a group of students playing games

How might we...

reduce the amount of distractions in the library

How might we...

make some hidden places in the library more possible to access easily

Write your "How might we" question on a 3x5 post it and place it on the whiteboard.

3 min

NEW IDEAS?

Generate a diverse set of concepts in response to your brainstorming question.



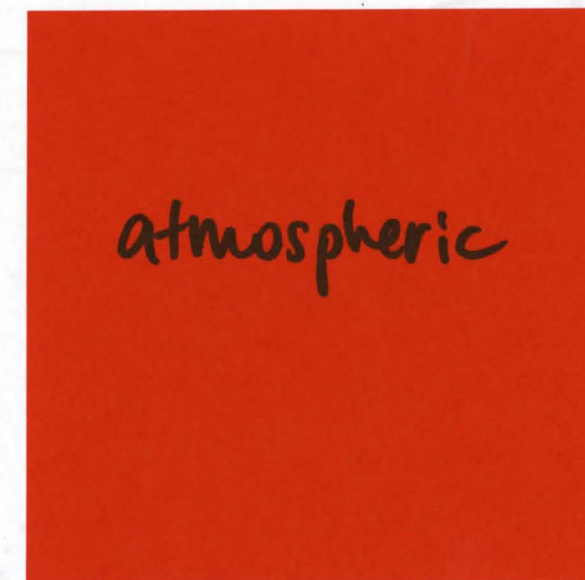
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THE DELIGHTFUL IDEA

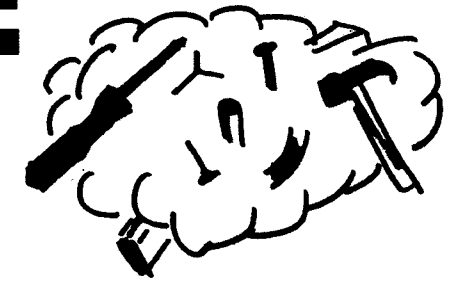


THE GROUNDBREAKING IDEA

2 min

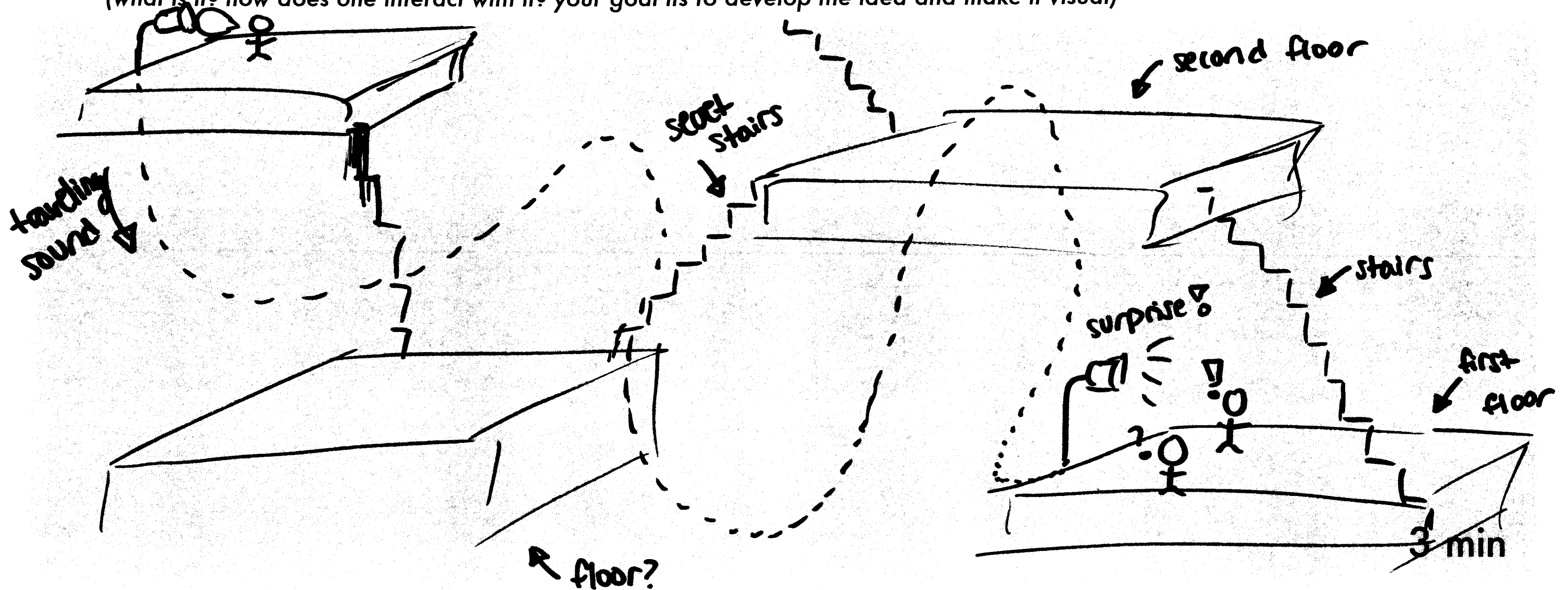
PICK ONE AND ITERATE

Pick one of the ideas and stay in a generative mode as you work out the details.



7 Sketch out this new space/product/experience

(what is it? how does one interact with it? your goal is to develop the idea and make it visual)



BUILD AND TEST

Make something your partner can interact with.

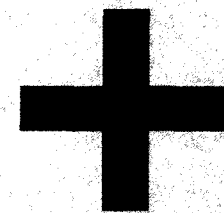


8 Build your solution *(to test desirability)*

9 Share your prototype *(watch how they interact with what you made and get feedback)*

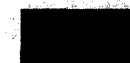
What's working?

connect to diff. parts of library



What can be improved?

unexpectedly popping up
somewhere else can get
distaching and frustrating



How can we combine

New questions

different mediums?



il. online
resource to
book?

New ideas



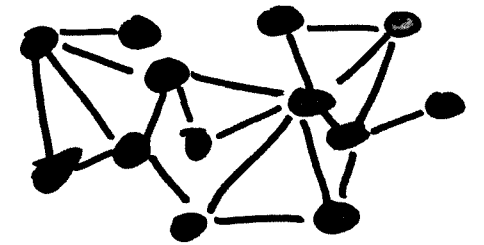
NOT HERE!

7 min

6 min (3 min each)

HOW DO THEY COMARE?

Think about what you made and
prepare to sell it!



10 Prepare a 30 second pitch (so everyone can get a feel for what you created)

I interviewed...

Kayla

My "how might question" was...

how do we keep library a good place to

study - but have fun, ~~an~~ unexpected things

By making this I hope to accomplish...

(have fun with it and feel free to elaborate)

keep the library a good place for study, but

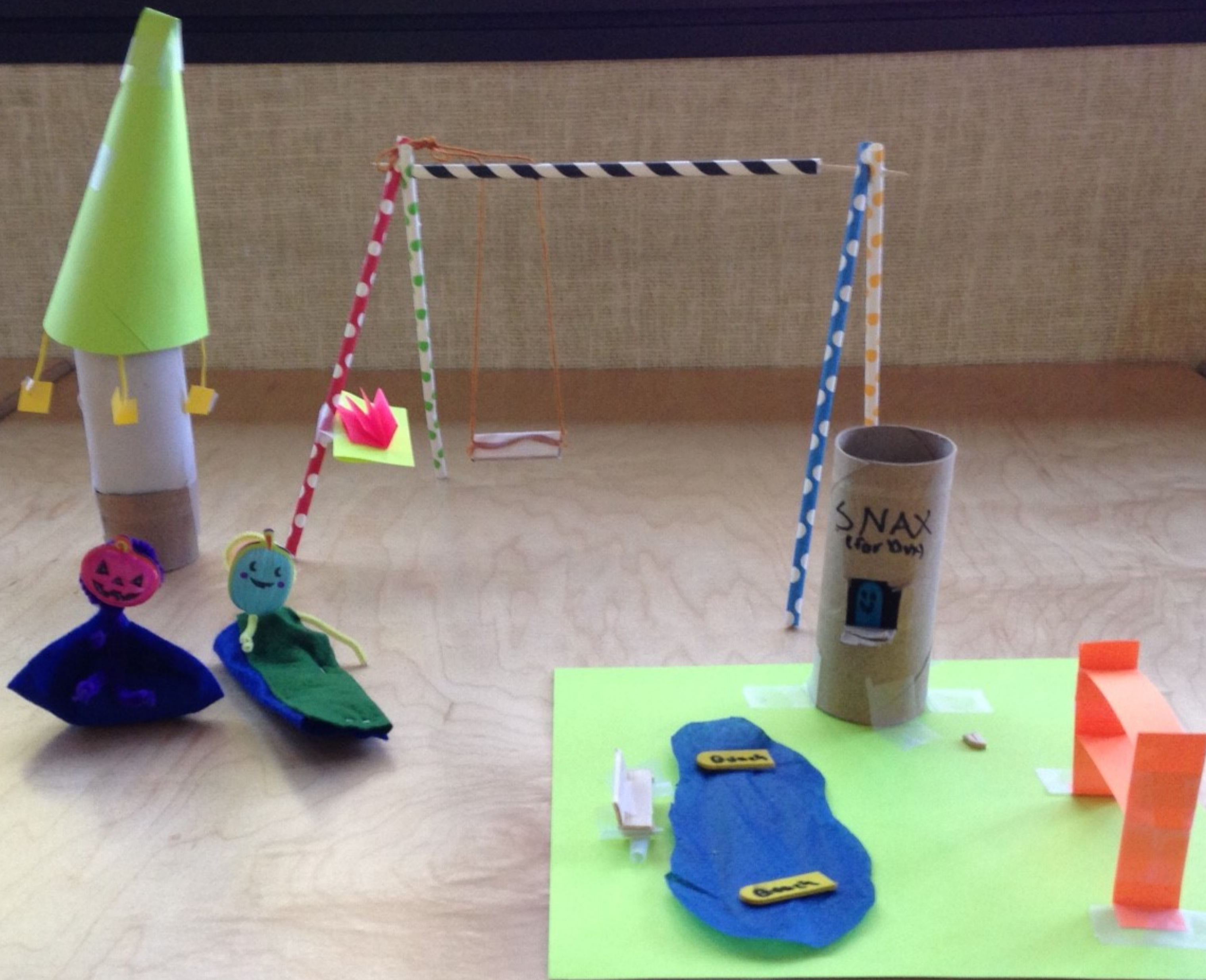
relieve ~~stress~~ stress, make it an interesting place

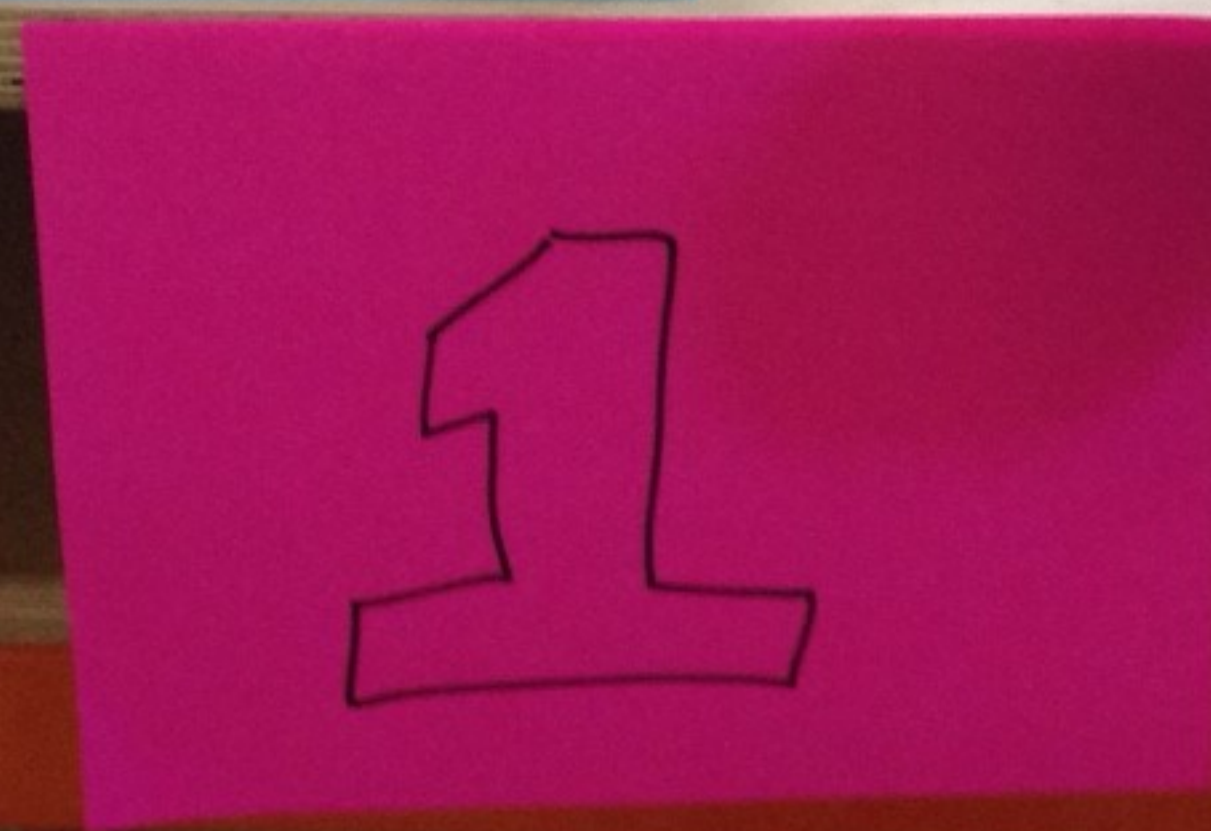
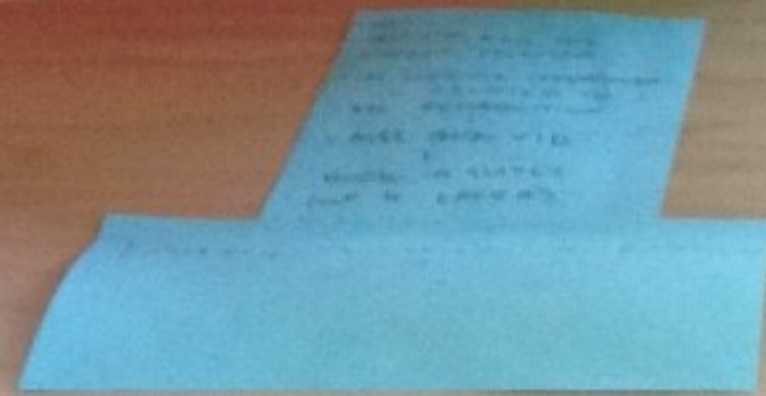
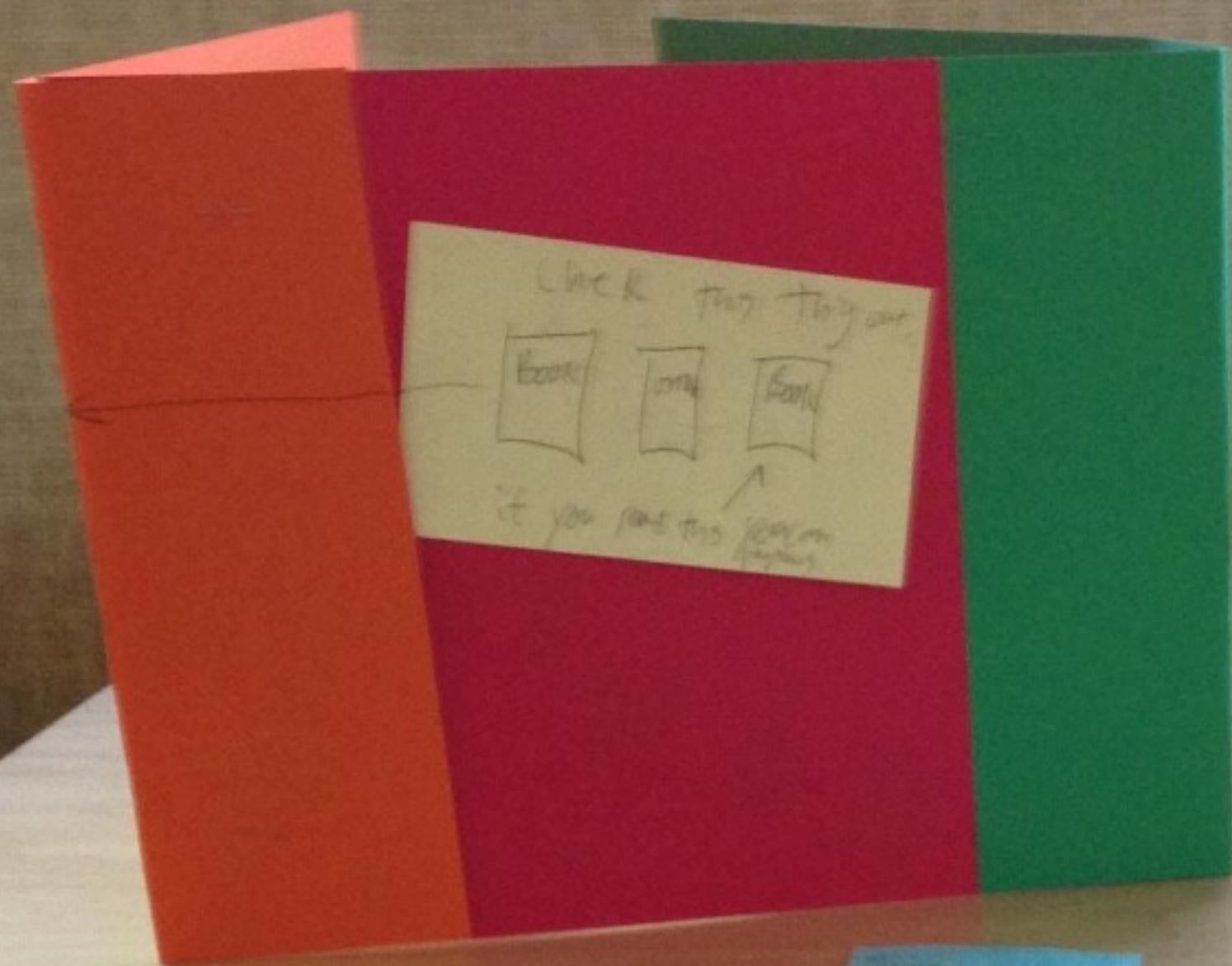
3 min

11 Discuss how yours is similar (to someone else's idea and move them around)

YOUR NOTES/SKETCHES:

8 min





The Book
Human sounds

HARDWARE

Walking